

D:/Library/Documents
/Job/Forschungsmaster
/Projekte/EyeCandy3D/EyeCandy3
D/include/EC3D/Core/ResourceRegistry.h

```
graph TD; A["D:/Library/Documents<br>/Job/Forschungsmaster<br>/Projekte/EyeCandy3D/EyeCandy3<br>D/include/EC3D/Core/ResourceRegistry.h"] --> B[string]; A --> C[map]; A --> D[memory]; A --> E[ResourceRegistry.inl];
```

string

map

memory

ResourceRegistry.inl